

Data Storage

Representing
Sound

Representing Sounds

Sampling Amplitude

- ✓ Sample the amplitude of sound at regular intervals and records the values
- ✓ 8000 samples per second for long distance telephone communication

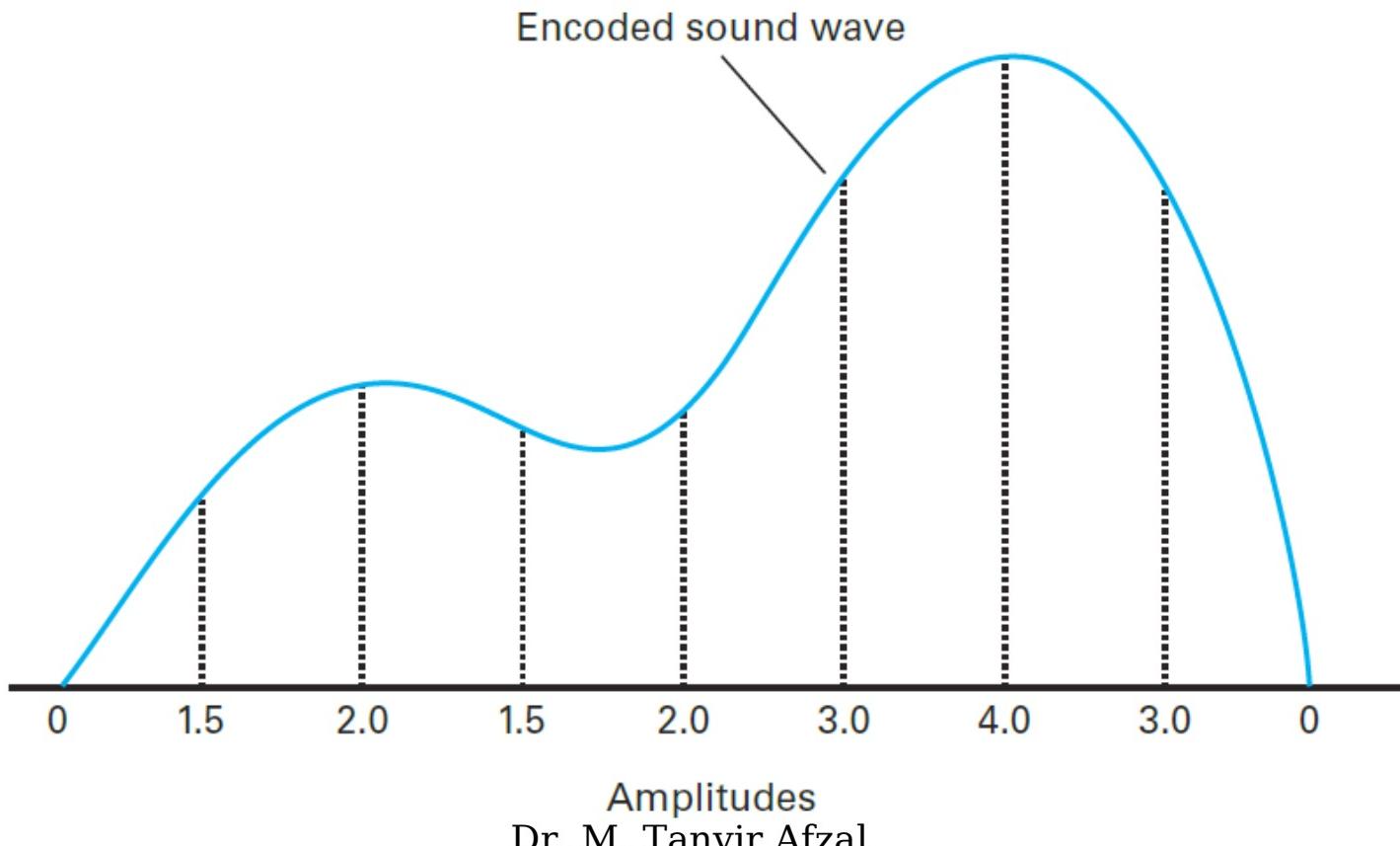
How communication happens

Sampling Amplitude

- ✓ At One end, it stores amplitude numeric values for each eight-thousand of a second
- ✓ Transmitted over the network
- ✓ Received on other end and sound is produced using amplitude.

How communication happens

Sampling Amplitude



Sample Intervals

Sampling

Amplitude

- ✓ 8000 is not enough for high fidelity music recordings
- ✓ 44, 100 samples per second are recorded in todays CDs.
- ✓ Data from each sample is recorded in 16 bits (32 bits for Stereo)
- ✓ $32 \times 44100 = \text{million bits/sec}$

Alternative Method

MIDI

- ✓ Musical Instrument Digital Interface
- ✓ Used in music synthesizers found in electronic keyboards
- ✓ Encode directions for producing music rather than storing music itself.
- ✓ 2 seconds sound can be stored in 3 bytes rather than 2 million bits

Alternative Method

MIDI

- ✓ Encoding the sheet music read by performer rather than the performance itself
- ✓ MIDI recordings could be significantly different when performed on different synthesizer.

Summary

- ✓ Representing Sound
- ✓ Sampling Amplitude
- ✓ MIDI